Change regional walking speed without leaving players with a stale speed

A regional speed effect should end predictably when a player leaves. Test entry, exit and reconnect behaviour so an event area does not leave a persistent movement change behind.

Follow the procedure

1. Confirm the installed ExtraFlags build provides the `walk-speed` flag and review its numeric type and supported range in the matching documentation or implementation.
2. Record the target region’s existing speed setting and identify other plugins that adjust movement speed. Use a short flat test route with a visible start and finish.
3. Apply a modest supported trial value to a disposable region through the WorldGuard flag command. Avoid extreme values and do not guess a range from another plugin’s speed command.
4. Have a non-operator account walk the same route before entry, inside the region and after exit. Keep sprinting, potion effects and game mode consistent.
5. Test the intended teleport and reconnect paths. Inspect whether another movement provider overwrites the state and whether the normal walking speed returns afterward.
6. Remove the trial value or restore the saved one and repeat the outside walk. Record the approved setting only after confirming a clean return to ordinary movement.

Check the result

The account should show the intended movement change inside the region and return to its normal state through the tested exit paths. A timing comparison is more useful than a subjective claim that movement feels faster. Keep external potion and speed effects out of the trial.

If the result is wrong

If the speed remains altered, restore the previous flag and use the supported movement provider to return the test account to its recorded normal state. Check plugin conflicts before increasing the value. Do not reset all player data or apply a global speed command to solve one regional transition.

References and related help

- WorldGuard ExtraFlags maintainer reference
- WorldGuard ExtraFlags maintainer reference
- WorldGuard ExtraFlags maintainer reference
- Add and test WorldGuard ExtraFlags in one region
- Protect a Minecraft spawn with WorldGuard regions

Revision #1
Created 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:18 UTC by CloudExa Hosting Admin